

ATARI® 7800™ Game Manual



You and your grandpa have put your life savings into building a small farm—a few acres for growing vegetables and raising horses, a place to get away from the bustle of city life.

As the sun of you settle in on the back porch, you notice a couple of small critters scurrying across the cornfield. Then you hear squeals and squawks coming from the barn. Horror of horrors! Your entire farm is infested with vermin determined to drive you away!

It's you or them. With your trusty gun in hand, you head for the barnyard. Champs back, you set the song. You'll show them you're not to be stopped!

Getting Started

1. With your Atari 2600 set up, insert the *Barnyard Buster* cartridge into the console. Plug your Atari 2601 light gun into the left controller port on the front of your console (in a two-player game, players share one light gun).
2. Turn on your television, and press the [Power] key to turn on the console. The *Barnyard Buster* title screen will appear. Aim the light gun at the screen and shoot to view the game options (one of two with a one-player or two-player game option [if you don't shoot the title screen, the game options screen will automatically appear in a few seconds]).

3. Holding the light gun three to five feet from the screen, aim and shoot at the tale for the option you choose.
4. To pause the game, press [Pause]. To return to the title screen, press [Reset].
5. To turn the music on or off, press [Select].

Playing the Game

Your goal is to rid your farm of vermin by shooting targets in each of three areas: the barnyard, the cornfield, and the barn. You aim and shoot your light gun to hit static and moving targets on the screen. You have up to 40 bullets per screen, so be accurate to avoid wasting precious ammunition.

In order to advance through each area, you must achieve a certain percentage of shooting accuracy in that area. Each time you finish one area of the farm, your scores are displayed: your score for that screen, your bonus bullet score based on the number of spares, and your total game score. You can shoot the score screen to advance to the next screen, or you can wait for it to advance automatically.

Blast!

A fourth use of the bar—Gramps' bonus screen—gives you a chance to brush up on your target-shooting and eliminates points the screen appears with time you leave other areas of the farm.

If you make it through all three areas, you'll notice the sounds again and again, with each round more challenging than the last. At the end of the game, you'll be given one of 15 possible target-shooting ranks from Total Duds, the lowest, to Master, the highest.

Area	Screens Completed
Farm Yard	0
Egg Hunter	1-2
Scalable Hand	3-5
Hay Bales	6-8
Cow Milker	9-11
Red Neck	12-14
Farmer	15-17
Harvester	18-20
Blaster	21-23
Shootas	24-26
Terminator	27-29
Sniper	30-32
Blastin'	33-36

The Farm Layout

Barnyard Blaster provides four sections on which to practice your shooting skills.

The Barnyard

In the barnyard, bales and cans line up on a fence after great practice for warming up the old shootin' iron. This is your target-practice area. Watch for the gopher, who may appear in the field behind the fence. He's a quick little fellow (the gopher can appear on all four of the different screens).

The Cornfield

In the cornfield, you'll aim at static targets—watermelons and pumpkins—and moving targets—crows and rabbits. You must shoot the crows before you can get the moving cobs.

The Barn

As you enter the barn, all sorts of critters will scatter across the floor. Occasionally, bats will sweep down.

Gramps' Bonus Screen

On the bonus screen, Gramps will throw 10 bottles into the air to help you hone your shooting skills. Shoot each bottle before it disappears. But don't shoot poor Gramps if you do the bonus round well and

Scoring

In each area of the farm, points range from 10 to 250, depending on the target and how quickly you hit it. The smaller and faster the target, the more points it's worth.

Screen	Target	Points
Barnyard	Rooster	10-100
	Can	10-50
	Gopher	50-250
Cornfield	Watermelon	10-50
	Pumpkin	10-50
	Rabbit	30-150
	Crow	30-150
	Gopher	50-250
Barn	Duck	20-100
	Chicken	20-100
	Small Bird	30-150
	Owl	30-150
	Rabbit	30-150
	Mouse	50-250
	Gopher	50-250
Gump's Bonus	Spinning Rooster	20-100
	Gopher	50-250

Each target is awarded points and awarded points based on the size of the target and difficulty of the target. The size of the target is of any target and the difficulty is not related to the speed's achievement of each target.

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Printed in Hong Kong - 1200000000 Rev. A

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